CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1.   (Currently Amended) A method for rendering a display over a plurality of graphical

interfaces, comprising:

>   assigning a column number associated with each ~~member~~ <u>display</u> of a plurality of display

>>   devices;

>   assigning a row number associated with each ~~member~~ <u>display</u> of a plurality of display

>>   devices;

>   generating an image to be displayed on at least two of the plurality of display devices;

>   dynamically defining a plurality of image segments during a time when the image is

>>   rendered<u>, wherein the segments comprise one or more portions of the image</u>;

>   generating a first and second offset for at least two of the plurality of display devices;

>   selecting at least two segments of the image as a function of the first and second offset;

>>   and

>   ~~displaying~~ <u>projecting</u> the at least two selected segments on the at least two display

>>   devices.

2.   (Cancelled).

3.   (Previously Presented) The method of Claim 1, wherein the dynamically defining occurs

>   at a client.

4.   (Original) The method of Claim 1, wherein the selecting at least one segment of the images is performed by a server.

5.   (Original) The method of Claim 1, wherein the selecting at least one segment of the images is performed by a client.

6.   (Original) The method of Claim 1, wherein a virtual image is displayed over two adjacent screens.

7.   (Original) The method of Claim 1, wherein the row number is equal to the first offset, and the column number is equal to the second offset.

8.   (Original) The method of Claim 1, wherein the first offset is equal to the vertical offset and the second offset is equal to the horizontal offset for at least one of the plurality of display devices.

9.   (Original) The method of Claim 1, wherein the first offset is not equal to the vertical offset and the second offset is equal to the horizontal offset for at least one of the plurality of display devices.

10.   (Original) The method of Claim 1, further comprising selecting at least two of the plurality of display devices.

11.   (Original) The method of Claim 1, wherein the step of Generating an image to be

displayed on at least two of the plurality of display devices further comprises Generating

an image to be displayed on a graphical user interface.

12.   (Original) The method of Claim 1, wherein the step of Generating an image to be

displayed on at least two of the plurality of display devices further comprises generating a

video image.

13.   (Original) The method of Claim 1, further comprising generating the image in a server

coupled to the each display.

14.   (Original) The method of Claim 1, further comprising generating the image in a client

coupled to each display.

15.   (Original) The method of Claim 1, wherein the step of segmenting is performed in a

server coupled to the display device.

16.   (Original) The method of Claim 1, wherein the step of segmenting is performed in a

client coupled to a plurality of servers, the plurality of servers each coupled to its own

respective display device.

17.   (Original) The method of Claim 1, further comprising synchronizing the plurality of

display devices to start execution substantially the same start time.

18.   (Original) The method of Claim 1, further comprising synchronizing the plurality of

display devices to display a plurality of images in succession at substantially the same

time.

19.   (Previously Presented) A system for displaying a graphical image on a plurality of screens,

comprising:

   a client computer;

   a plurality of server computers coupled to the client computer;

   a display of a plurality of graphical devices, wherein each device is coupled to at least one

       server; and

   wherein the client is configured to dynamically segment a video image during a time when

       the image is rendered for substantially concurrent rendering by the plurality of server

       computers.

20.   (Currently Amended) A computer program product, embodied on a computer readable

medium, for rendering a display over a plurality of graphical interfaces, the computer program

product having a medium with a computer program embodied thereon, the computer program

comprising:

      computer code for assigning a column number associated with each ~~member~~ <u>display</u> of a

            plurality of display devices;

      computer code for assigning a row number associated with each ~~member~~ <u>display</u> of a

            plurality of display devices;

      computer code for generating an image to be displayed on at least two of the plurality of

            display devices;

      computer code for dynamically defining a plurality of image segments during a time when

            the image is rendered<u>, wherein the segments comprise one or more portions of the</u>

            <u>image</u>;

      computer code for generating a first and second offset for at least two of the plurality of

            display devices;

      computer code for selecting at least two segments of the image as a function of the first

            and second offset; and

      computer code for ~~displaying~~ <u>projecting</u> the at least two selected segments on the at least

            two display devices.

21.   (Currently Amended) A processor for rendering a display over a plurality of graphical

interfaces, the processor including a computer program, embodied on a computer readable medium,

comprising:

computer code for assigning a column number associated with each ~~member~~ <u>display</u> of a

plurality of display devices;

computer code for assigning a row number associated with each ~~member~~ <u>display</u> of a

plurality of display devices;

computer code for generating an image to be displayed on at least two of the plurality of

display devices;

computer code for dynamically defining a plurality of image segments during a time when

the image is rendered <u>wherein the segments comprise one or more portions of the</u>

<u>image</u>;

computer code for generating a first and second offset for at least two of the plurality of

display devices;

computer code for selecting at least two segments of the image as a function of the first

and second offset; and

computer code for ~~displaying~~ <u>projecting</u> the at least two selected segments on the at least

two display devices.